Posted by npsmith82 on Wed, 26 May 2004 02:12:57 GMT
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Something that's always bugged me in renegade maps is that most people either have to put maps in a steep valley or have ghey invisible walls to stop people from exiting the map.

It shouldn't be hard for someone to make a script (like in BattleField 1942) where after you leave the boundaries it counts down 5 or 10 seconds with a warning, then gradually gives damage until you either die or return to the map.

Maybe this is already scripted for, timed delays and damage zones, pretty sure they're included in the latest scripts.dll